

Destruction for Dummies

Marco Grasso, Liou Bao, Jonathan Borowski

Team M.A.D - Mutually Assured Destruction
Computer Games Laboratory WS1920

The logo features the text 'BIG IDEA BULLSEYE' in a bold, white, sans-serif font. The words are stacked vertically, with 'BIG' on top, 'IDEA' in the middle, and 'BULLSEYE' at the bottom. The text is set against a red circular background that has a slight gradient and a drop shadow, making it stand out from the dark background.

**BIG
IDEA
BULLSEYE**

A large, 3D-style red arrow pointing to the left, with a dark red shadow underneath it, giving it a sense of depth and movement.

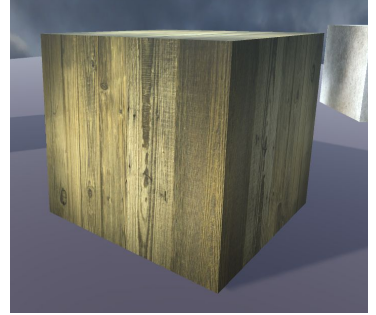
DESTRUCTIVE PUZZLE PLATFORMER

A large, 3D-style light blue arrow pointing to the left, with a darker blue shadow underneath it, giving it a sense of depth and movement.

LEVEL EDITOR

Puzzle Platformer

- 2.5D
- Level build from blocks
- Every block is destructible
- Blocks have different properties / effects



**BIG
IDEA
BULLSEYE**

DESTRUCTIVE PUZZLE PLATFORMER

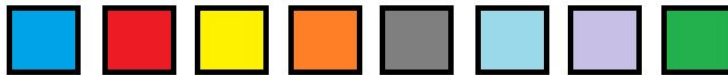
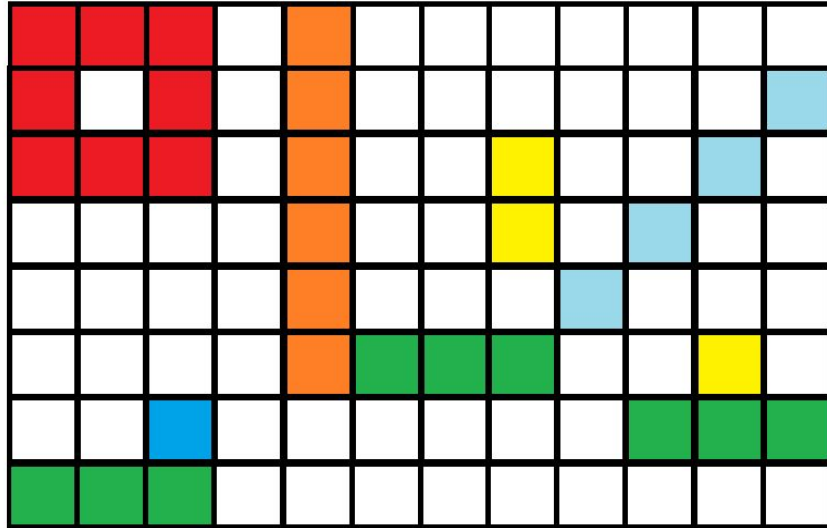
LEVEL EDITOR

Level Editor

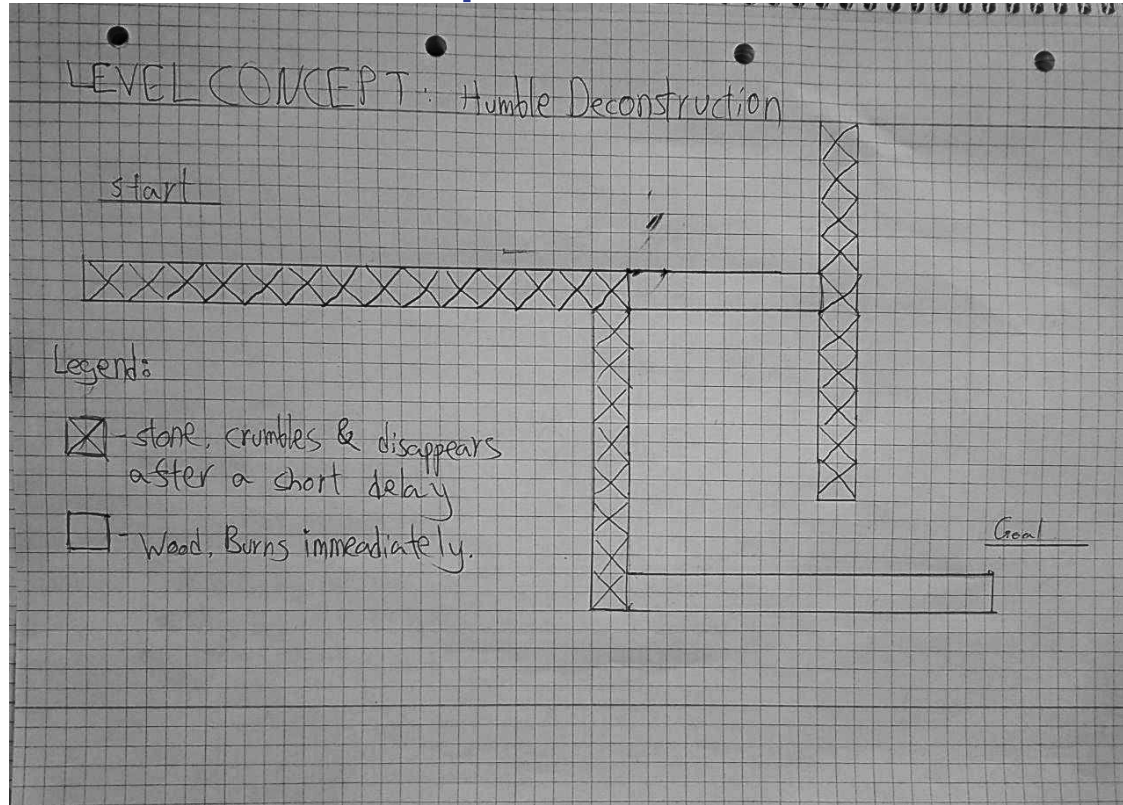
Save

Load

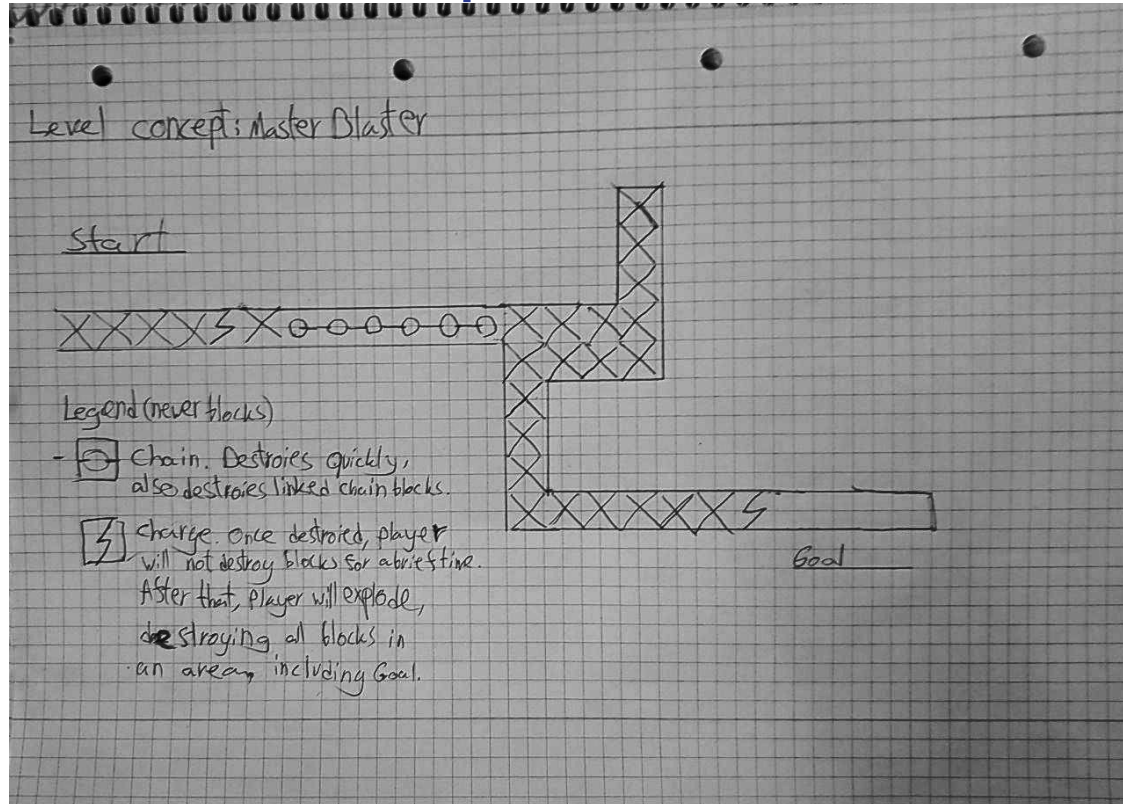
Exit



Level Concept #1



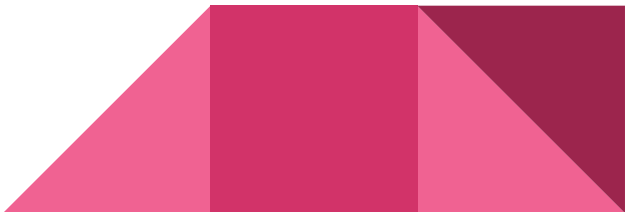
Level Concept #2



Setting



Functional Minimum

- At least 5 different block types
 - Simple Level Editor
 - Export level
 - Can create and save only 1 level
 - Simple Menu UI
 - Two playable levels
 - Respawn of the player at the beginning of the level
 - Completing a level
 - Blocks with textures
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Desirable Target

- Animated Player Character
- At least 7 different block types
- Background Music & Sound Effects
- Between 7 and 10 playable levels
- Nice looking level selection UI
- Blocks with good looking textures
- More complex level editor
- Playtest levels in real time
- Load levels from the editor



High Target

- Buff Blocks(Wall Jump, Dash, Energy Charge)
- Better looking blocks(shaders/effects)
- Even more levels
- Moveable blocks
- Level complete comment depending on blocks destroyed
- Extra diegetic blocks
- Story dialogues



Extras

- Boss fight
- Multiplayer
- Shareable Levels(Online)
- Mobile Version



Division of Tasks

Marco	Programmer (Level editor) / Artist (2D UI, 3D modelling, maybe animation)
Liou	Programmer (Block specialist, UI)
Jonathan	Programmer (Level editor, Player controls)
All	Level Design and testing, documentation

Timeline

